ANDREW FINKE
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EDUCATION

| 2025 - Present | **KELLOGG SCHOOL OF MANAGEMENT | MCCORMICK SCHOOL OF ENGINEERING** | Evanston, IL |

NORTHWESTERN UNIVERSITY
MMM Joint Degree Candidate MBA and MS Design Innovation, June 2027
- Intended Major/Pathway: Strategy / Entrepreneurship
- Member: KTech, Healthcare, Public Speaking, and Tennis clubs
- Leadership: President of AMC movie club

| 2017 - 2020 | **MCCORMICK SCHOOL OF ENGINEERING | NORTHWESTERN UNIVERSITY** | Evanston, IL |

Bachelor of Science in Computer Science
- Publications: Presented and published rapid prototyping research at ACM CHI Conference (2019)
- Founder: Creating with Code, student club for teaching coding as a creative tool for non-engineering students
- Awards: IEEE Showcase Winner March 2019; Launch Startup Accelerator Program Team Winner Fall 2017

EXPERIENCE

| 2011 - Present | **ATFINKE PRODUCTIONS** | Chicago, IL / Remote |

Independent software venture focused on creating innovative software and custom technology solutions for clients
Founder & Product Strategy Consultant
- Consulting: Delivered product and tech advisory services to early-stage start-ups and small businesses, applying AI/ML driven solutions that improved product-market fit, user engagement and employee productivity
- Mobile Apps: Launched 40+ apps across iOS, watchOS, tvOS, visionOS and macOS, achieving global distribution in 140+ countries and securing multiple top-chart placements on the App Store
- Frontend & Backend: Engineered and deployed full-stack web applications using JavaScript, Python, Flask, Node.js, and Firebase, leveraging AWS and GCP to deliver scalable, production-grade solutions

| 2020 - 2024 | **APPLE** | Cupertino, CA |

visionOS UI Frameworks Engineer
- *One of the first engineers on visionOS team, focused on Apple's spatial computing platform*
- Developed a strategy for visionOS spatial audio feedback, uniting cross-discipline teams to create a pioneering multimodal interaction layer, presented to senior leadership and adopted across all visionOS applications
- Led end-to-end development and cross-functional alignment for spatial computing interaction standards; responsible for collaborating with design, client teams, and external partners on implementation and adoption
- Partnered with external companies (Disney, Zoom, Splunk) to ensure launch readiness of spatial apps, enabling on-time delivery aligned with new product rollout
- Co-authored and delivered Worldwide Developers Conference 2023 session on UIKit for visionOS, distributed to the 50M+ Apple registered developers on best practices for creating new apps for the platform
- Co-invented multiple visionOS patent applications establishing novel paradigms for spatial user interaction
- Identified and addressed workflow inefficiencies by building custom automation tools in Python/JavaScript, improving engineering throughput and internal operations

| 2016 -2019 | **APPLE** | |

Software Engineering Intern
- *Hired out of high school by SVP of Software Engineering*
- 2019 Summer: First intern on the visionOS team; prototyped new computing paradigms
- 2018 Summer: Led, designed, and implemented system ML-powered eyedropper and color picker for iOS
- 2016 - 2017 Gap Year: Created coding curriculum to teach students how to code; Partnered with LEGO Education on curriculum collaboration; placed 2nd in 80+ team intern pitch competition to senior leadership
- 2016 Summer: Developed automated testing framework that reduced quality engineering test time by > 5x

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ADDITIONAL DATA

- Nonprofit Leadership: Board Member, The Carol Gollob Foundation for Breast Cancer Research
- Skills: Full stack development, rapid prototyping, tooling and automation, artificial intelligence, LLM integration
- Ask Me About: Created #1 Wikipedia game on iOS (100K+ players, 10M+ pages viewed in 2024); Developed "Strava for theme parks" app powered by personal global roller coaster data collection